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1 Horus: a flexible group communication system 94%



Robbert van Renesse , Kenneth P. Birman , Silvano Maffei

**Communications of the ACM** April 1996

Volume 39 Issue 4

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Results 1 - 7 of 7 short listing

- 1 Highly efficient and encapsulated re-use of synchronization code in concurrent object-oriented languages 99%  
 Satoshi Matsuoka , Kenjiro Taura , Akinori Yonezawa  
**ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications** October 1993  
 Volume 28 Issue 10
- 2 Interactive simulation of fire in virtual building environments 98%  
 Richard Bukowski , Carlo Séquin  
**Proceedings of the 24th annual conference on Computer graphics and interactive techniques** August 1997
- 3 Horus: a flexible group communication system 94%  
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**Communications of the ACM** April 1996  
 Volume 39 Issue 4
- 4 Synchronization and communication in the T3E multiprocessor 91%  
 Steven L. Scott  
**Proceedings of the seventh international conference on Architectural support for programming languages and operating systems** September 1996  
 Volume 31 , 30 Issue 9 , 5

This paper describes the synchronization and communication primitives of the Cray T3E multiprocessor, a shared memory system scalable to 2048 processors. We discuss what we have learned from the T3D project (the predecessor to the T3E) and the rationale behind changes made for the T3E. We include performance measurements for various aspects of communication and synchronization. The T3E augments the memory interface of the DEC 21164 microprocessor with a large set of explicitly-managed,

external r ...

- 5 A theory of clock synchronization (extended abstract) 90%  
 Boaz Patt-Shamir , Sergio Rajsbaum  
**Proceedings of the twenty-sixth annual ACM symposium on Theory of computing**  
 May 1994
- 6 Supporting sets of arbitrary connections on iWarp through 52%  
 communication context switches  
 Anja Feldmann , Thomas M. Stricker , Thomas E. Warfel  
**Proceedings of the fifth annual ACM symposium on Parallel algorithms and architectures** August 1993
- 7 ARMI: an adaptive, platform independent communication library 31%  
 Steven Saunders , Lawrence Rauchwerger  
**ACM SIGPLAN Notices , Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming** June 2003  
 Volume 38 Issue 10  
 ARMI is a communication library that provides a framework for expressing fine-grain parallelism and mapping it to a particular machine using shared-memory and message passing library calls. The library is an advanced implementation of the RMI protocol and handles low-level details such as scheduling incoming communication and aggregating outgoing communication to coarsen parallelism when necessary. These details can be tuned for different platforms to allow user codes to achieve the highest perf ...

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Results 1 - 4 of 4 short listing

- 1 Middleware: DVB-MHP/Java TV™ data transport mechanisms 100%  
 John Jones  
**Proceedings of the Fortieth International Conference on Tools Pacific: Objects for internet, mobile and embedded applications - Volume 10** February 2002  
 With the advent of digital television, more specifically interactive television, the emergence and adoption of the Java™ DVB-MHP standards here in Australia provides developers with a range of new technologies and issues. An appreciation of broadcast technologies, in particular MPEG-2 and the Object Carousel are required to understand the facilities and constraints of this new Java™ technology environment. This paper covers the embedded Java™ technology APIs related to the entire ...
- 2 Interactive simulation of fire in virtual building environments 100%  
 Richard Bukowski , Carlo Séquin  
**Proceedings of the 24th annual conference on Computer graphics and interactive techniques** August 1997
- 3 Horus: a flexible group communication system 100%  
 Robbert van Renesse , Kenneth P. Birman , Silvano Maffei  
**Communications of the ACM** April 1996  
 Volume 39 Issue 4
- 4 The CM-5 Connection Machine: a scalable supercomputer 100%  
 W. Daniel Hillis , Lewis W. Tucker  
**Communications of the ACM** November 1993  
 Volume 36 Issue 11

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### 1 Profile-directed optimization of event-based programs 91%

Mohan Rajagopalan , Saumya K. Debray , Matti A. Hiltunen , Richard D. Schlichting  
**ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2002 Conference on Programming language design and implementation** May 2002  
 Volume 37 Issue 5

Events are used as a fundamental abstraction in programs ranging from graphical user interfaces (GUIs) to systems for building customized network protocols. While providing a flexible structuring and execution paradigm, events have the potentially serious drawback of extra execution overhead due to the indirection between modules that raise events and those that handle them. This paper describes an approach to addressing this issue using static optimization techniques. This approach, which explo ...

### 2 Locating application data across service discovery domains 53%

Paul Castro , Benjamin Greenstein , Richard Muntz , Parviz Kermani , Chatschik Bisdikian , Maria Papadopouli  
**Proceedings of the 7th annual international conference on Mobile computing and networking** July 2001

The bulk of proposed pervasive computing devices such as PDAs and cellular telephones operate as thin clients within a larger infrastructure. To access services within their local environment, these devices participate in a service discovery protocol which involves a master directory that registers all services available in the local environment. These directories typically are isolated from each other. Devices that move across service discovery domains have no access to information outside t ...

### 3 Thread-specific heaps for multi-threaded programs 33%


Bjarne Steensgaard  
**ACM SIGPLAN Notices , Proceedings of the second international symposium on Memory management** October 2000

## Volume 36 Issue 1

Garbage collection for a multi-threaded program typically involves either stopping all threads while doing the collection or involves copious amounts of synchronization between threads. However, a lot of data is only ever visible to a single thread, and such data should ideally be collected without involving other threads.


Given an escape analysis, a memory management system may allocate thread-specific data in thread-specific heaps and allocate shared data in a shared heap. Garbage c ...

#### 4 A framework for call graph construction algorithms 31%


 David Grove , Craig Chambers  
**ACM Transactions on Programming Languages and Systems (TOPLAS)** November 2001  
 Volume 23 Issue 6

A large number of call graph construction algorithms for object-oriented and functional languages have been proposed, each embodying different tradeoffs between analysis cost and call graph precision. In this article we present a unifying framework for understanding call graph construction algorithms and an empirical comparison of a representative set of algorithms. We first present a general parameterized algorithm that encompasses many well-known and novel call graph construction algorithms. W ...


#### 5 Objects in large distributed applications (OLDA-II) 13%

 Peter Dickman  
**ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum)**  
 December 1992  
 Volume 4 Issue 2

#### 6 Distributed schedule management in the Tiger video fileserver 10%

 William J. Bolosky , Robert P. Fitzgerald , John R. Douceur  
**ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles** October 1997  
 Volume 31 Issue 5

#### 7 Decoupling synchronization and data transfer in message passing 0%

 systems of parallel computers  
 T. Stricker , J. Stichnoth , D. O'Hallaron , S. Hinrichs , T. Gross  
**Proceedings of the 9th international conference on Supercomputing** July 1995

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Results 1 - 6 of 6 short listing

- 1 Distributed parallel data storage systems: a scalable approach to high speed image servers 100%



Brian Tierney , Jason Lee , Ling Tony Chen , Hanan Herzog , Gary Hoo , Guojun Jin , William E. Johnston

**Proceedings of the second ACM international conference on Multimedia** October 1994

We have designed, built, and analyzed a distributed parallel storage system that will supply image streams fast enough to permit multi-user, "real-time", video-like applications in a wide-area ATM network-based Internet environment. We have based the implementation on user-level code in order to secure portability; we have characterized the performance bottlenecks arising from operating system and hardware issues, and based on this have optimized our design to make the best use ...

- 2 A hierarchical controller for concurrent accessing of distributed databases 100%



Mohamed G. Gouda

**Proceedings of the fourth workshop on Computer architecture for non-numeric processing** August 1978

An access controller for a distributed database is a (central or distributed) structure which routes access requests to the different components of the database. Such a controller is also supposed to resolve the conflicts between concurrent requests, if any, such that deadlock situations never arise. In this paper, some architectures for distributed access controllers of distributed databases are investigated. In particular, three controllers with hierarchical architectures are c ...

- 3 Efficient multicast stream authentication using erasure codes 100%



Jung Min Park , Edwin K. P. Chong , Howard Jay Siegel

**ACM Transactions on Information and System Security (TISSEC)** May 2003



## Volume 6 Issue 2

We describe a novel method for authenticating multicast packets that is robust against packet loss. Our focus is to minimize the size of the communication overhead required to authenticate the packets. Our approach is to encode the hash values and the signatures with Rabin's Information Dispersal Algorithm (IDA) to construct an authentication scheme that amortizes a single signature operation over multiple packets. This strategy is especially efficient in terms of space overhead, because just th ...

#### 4 Session 21: computer-communication interaction: Using high speed networks to enable distributed parallel image server systems 100%



Brian L. Tierney , William E. Johnston , Hanan Herzog , Gary Hoo , Guojun Jin , Jason Lee , Ling Tony Chen , Doron Rotem

**Proceedings of the 1994 ACM/IEEE conference on Supercomputing** November 1994

We describe the design and implementation of a distributed parallel storage system that uses high-speed ATM networks as a key element of the architecture. Other elements include a collection of network-based disk block servers, and an associated name server that provides some file system functionality. The implementation is based on user level software that runs on UNIX workstations. Both the architecture and the implementation are intended to provide for easy and economical scalability. This ap ...

#### 5 General applications: Complex and interconnected systems: optimistic parallel simulation of a large-scale view storage system 100%



Garrett Yaun , Christopher D. Carothers , Sibel Adali , David Spooner

**Proceedings of the 33nd conference on Winter simulation** December 2001

In this paper we present the design and implementation of a complex view storage system model that is suitable for execution on a optimistic parallel simulation engine. What is unique over other optimistic systems is that reverse computation as opposed to state-saving is used to support the rollback mechanism. In this model, a hierarchy of view storage servers are connected to an array of client-side local disks. The term *view* refers to the output or result of a query made on the part of ...

#### 6 A reliable multicast framework for light-weight sessions and application level framing 100%



Sally Floyd , Van Jacobson , Ching-Gung Liu , Steven McCanne , Lixia Zhang

**IEEE/ACM Transactions on Networking (TON)** December 1997

Volume 5 Issue 6

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